

Battle Ground Deer Management

GMU 564

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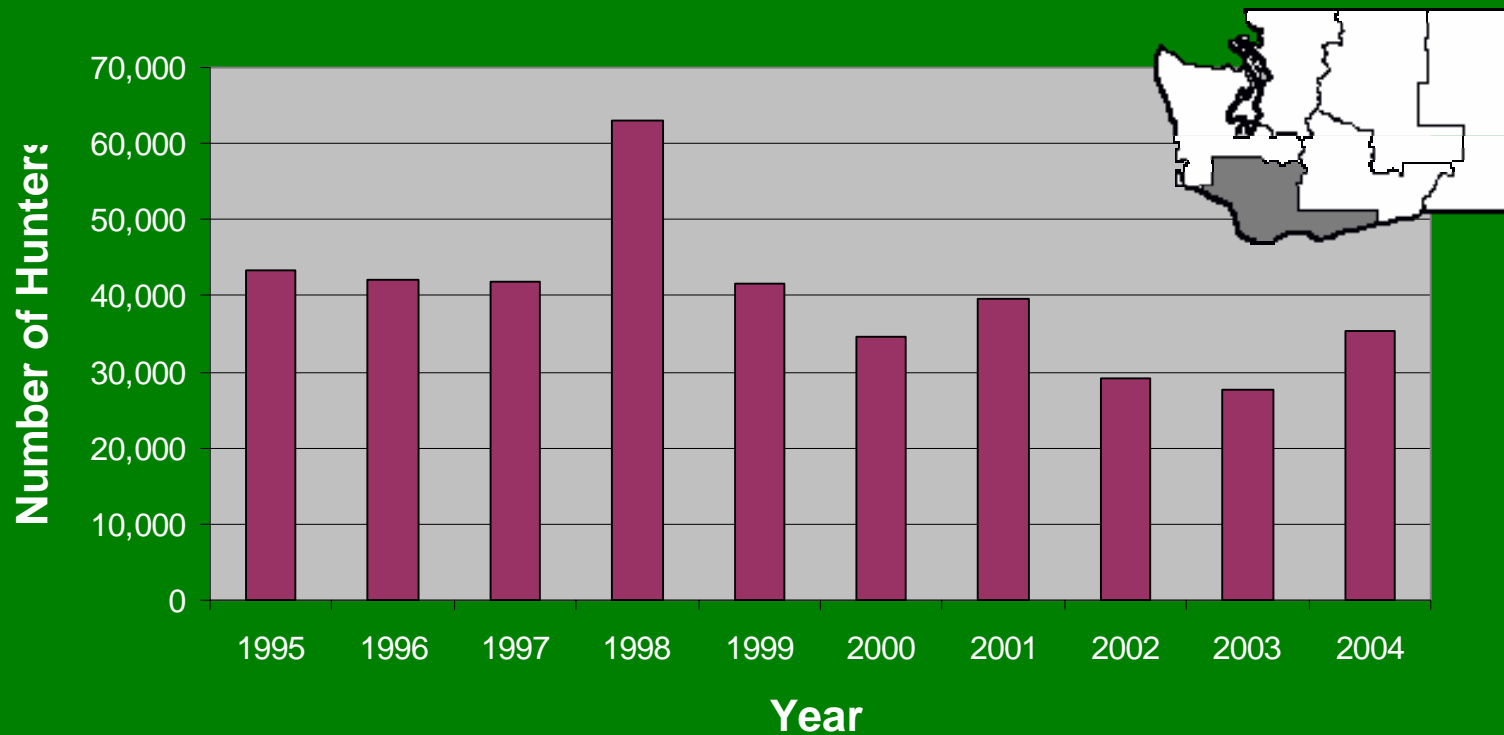
Presented Jan. 17, 2006



*Washington
Department of
**Fish and
Wildlife***

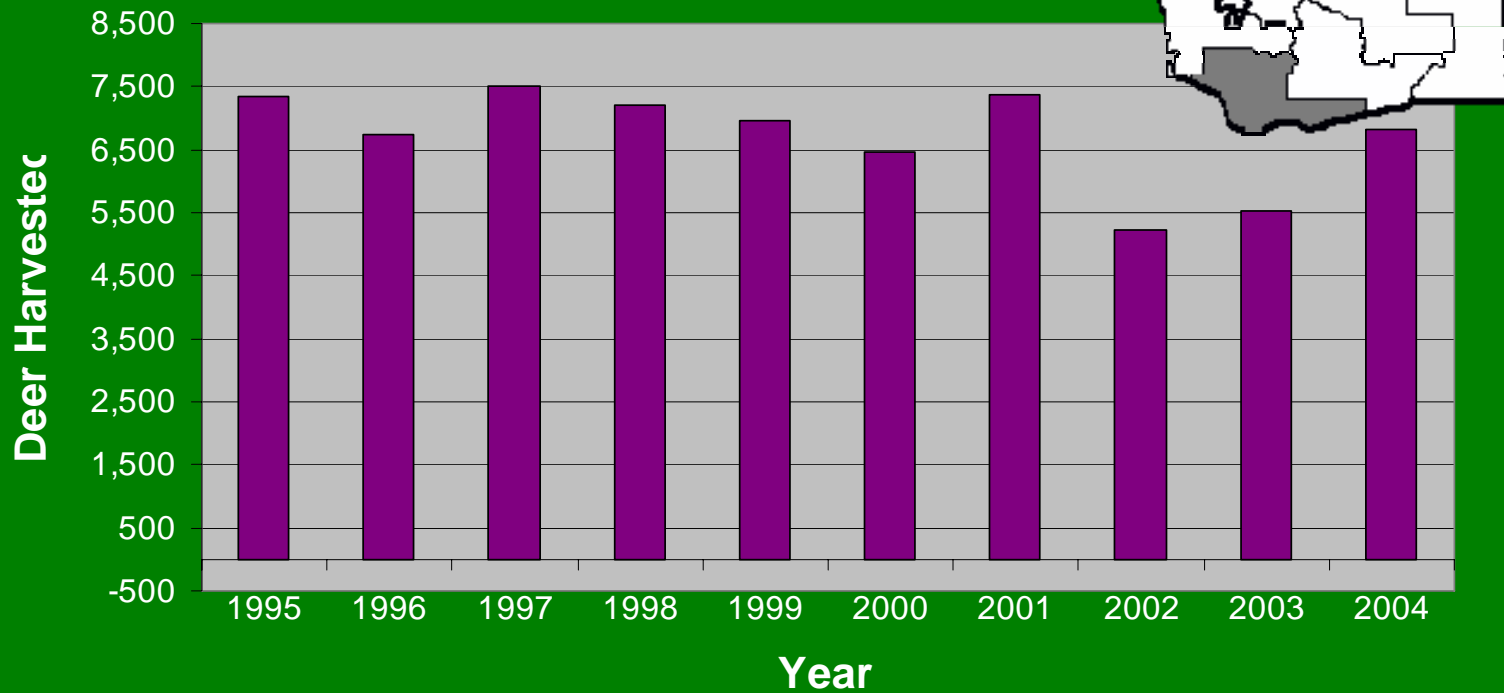
Deer Hunter Numbers

Deer Hunter Numbers for Region 5, 1995-2004.



Deer Harvest in Region 5

Deer Harvested in Region 5, 1995-2004.



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- Historically managed as a damage control area



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- Mostly private property



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- Road kill is number two source of mortality



Battle Ground - GMU 564

- Historically managed as a damage control area
- Mostly private property
- Road kill is number two source of mortality
- Constant producer of deer for recreation, Any-deer seasons
 - Firearm restricted
 - Limited access a problem
 - “False advertising”



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- Attractive season with little opportunity
- Any weapon tag until Dec. 31

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pamphlet

Firearm Restricted Deer Hunts Open To All Deer Hunters

Hunting license and deer tag required. Archery and muzzleloader hunters must use hunting method in compliance with tag. Check firearm restrictions. Archery, Shotgun, Muzzleloader or revolver type handguns only. In firearm restriction areas, modern firearm hunters may hunt with a muzzleloader equipped with a scope. Hunter Orange required.

Hunt Area	2005 Dates	Game Management Units (GMUs)/Areas	Legal Deer
Western Washington Blacktail Deer	Oct. 15-31	410, Vashon & Maury Islands	Any deer
	Nov. 23-Dec. 31	564	Any deer

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- Proposal

- Remove it from page 29.
- Each weapon tag hunts their own late season

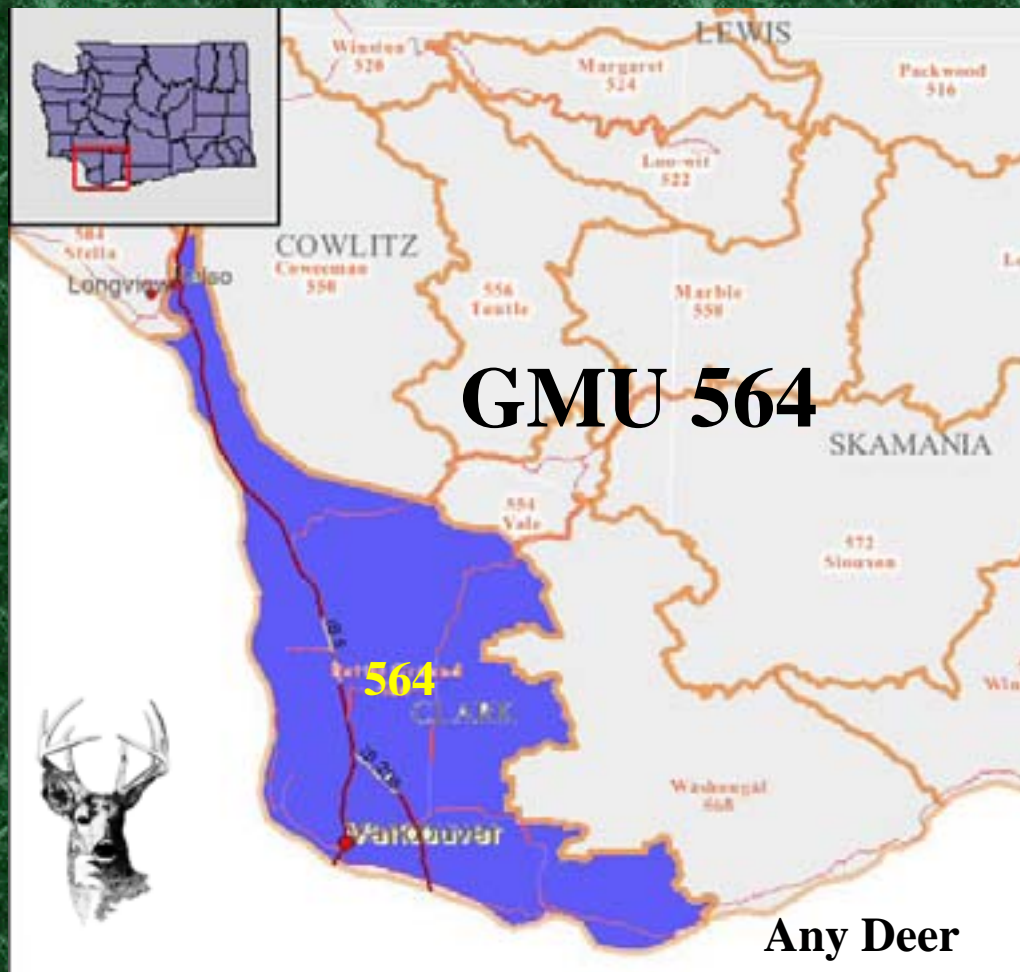
Example using 2005 seasons

Late Buck	Nov. 17-20
Late Archery	Nov. 23 – Dec. 15
Late Mzzl	Nov. 23 – Dec. 15

Archery and Muzzleloader overlap

Game Management Unit 564

Black-tailed Deer



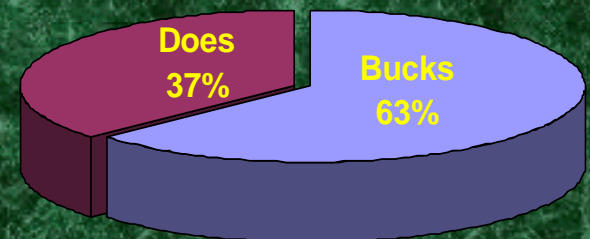
2004

Hunters 2,176

Harvest 520

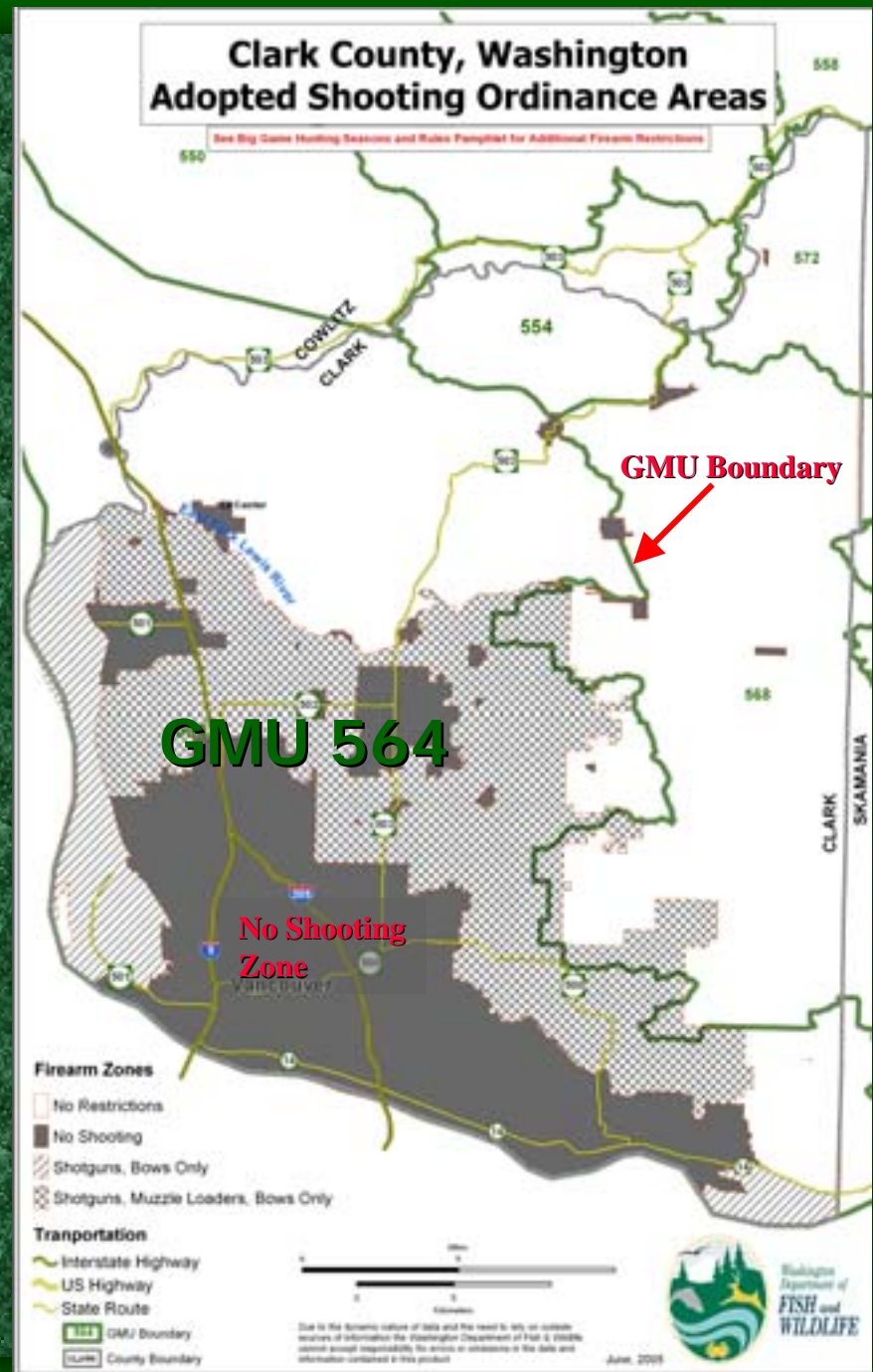
Success 24 %

Deer Harvest GMU 564



Firearm Restricted

- One quarter of County is “No Shooting”
- Entire GMU firearm restricted
 - Shotguns
 - Archery
 - Muzzleloader
 - Handguns

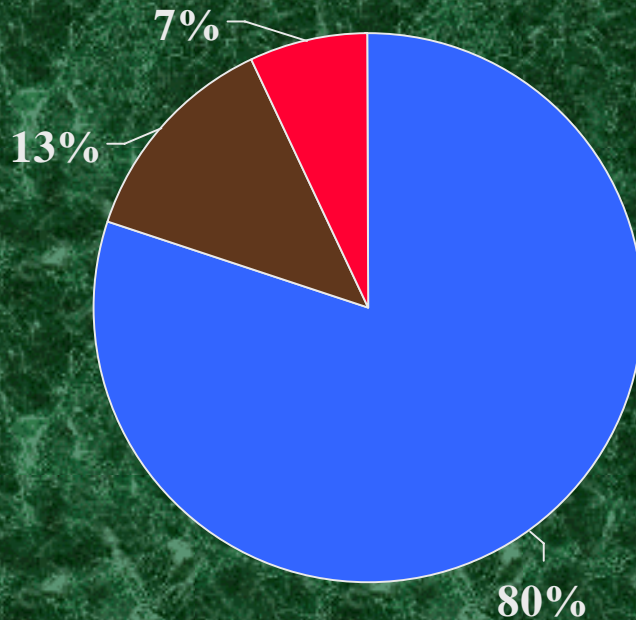


GMU 564 Deer

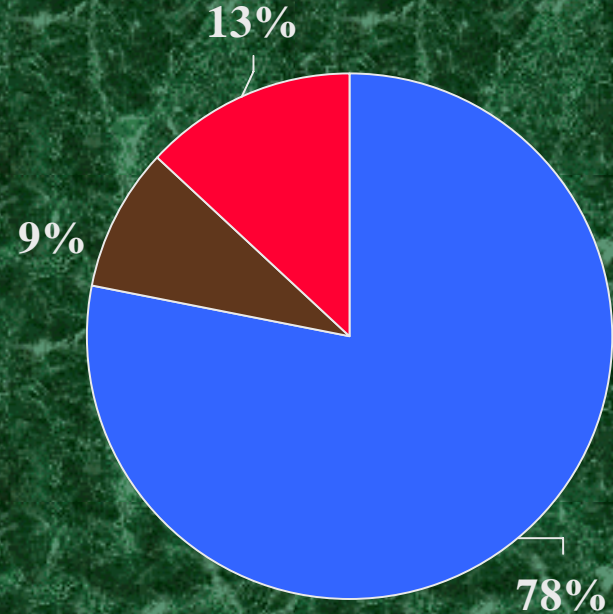
Weapon Choice Comparison

2004

State-Wide



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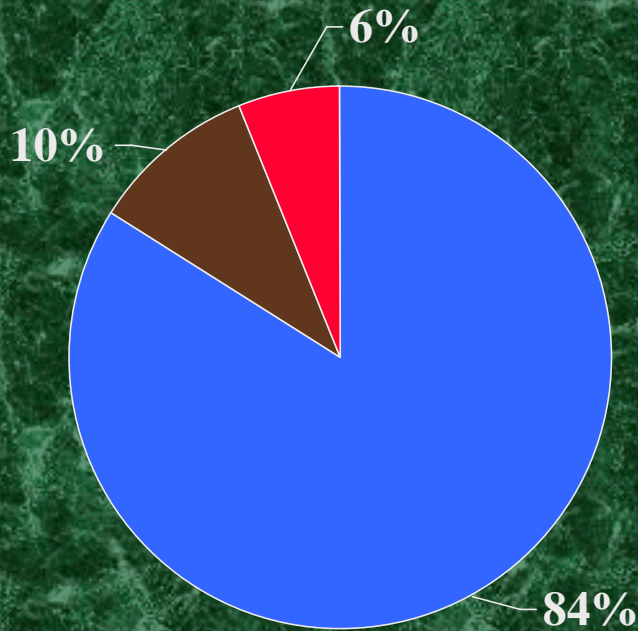


■ Modern ■ Archers ■ Muzzleloaders

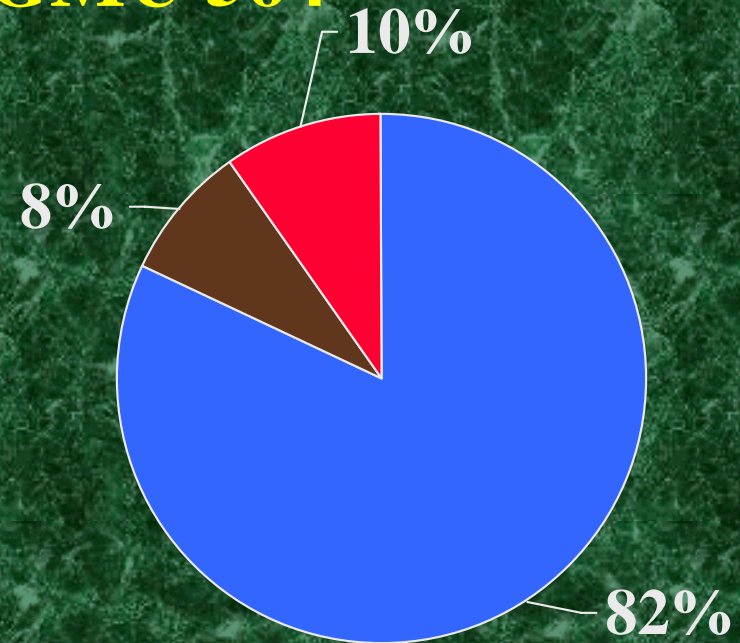
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Harvest by Weapon Choice

State Wide



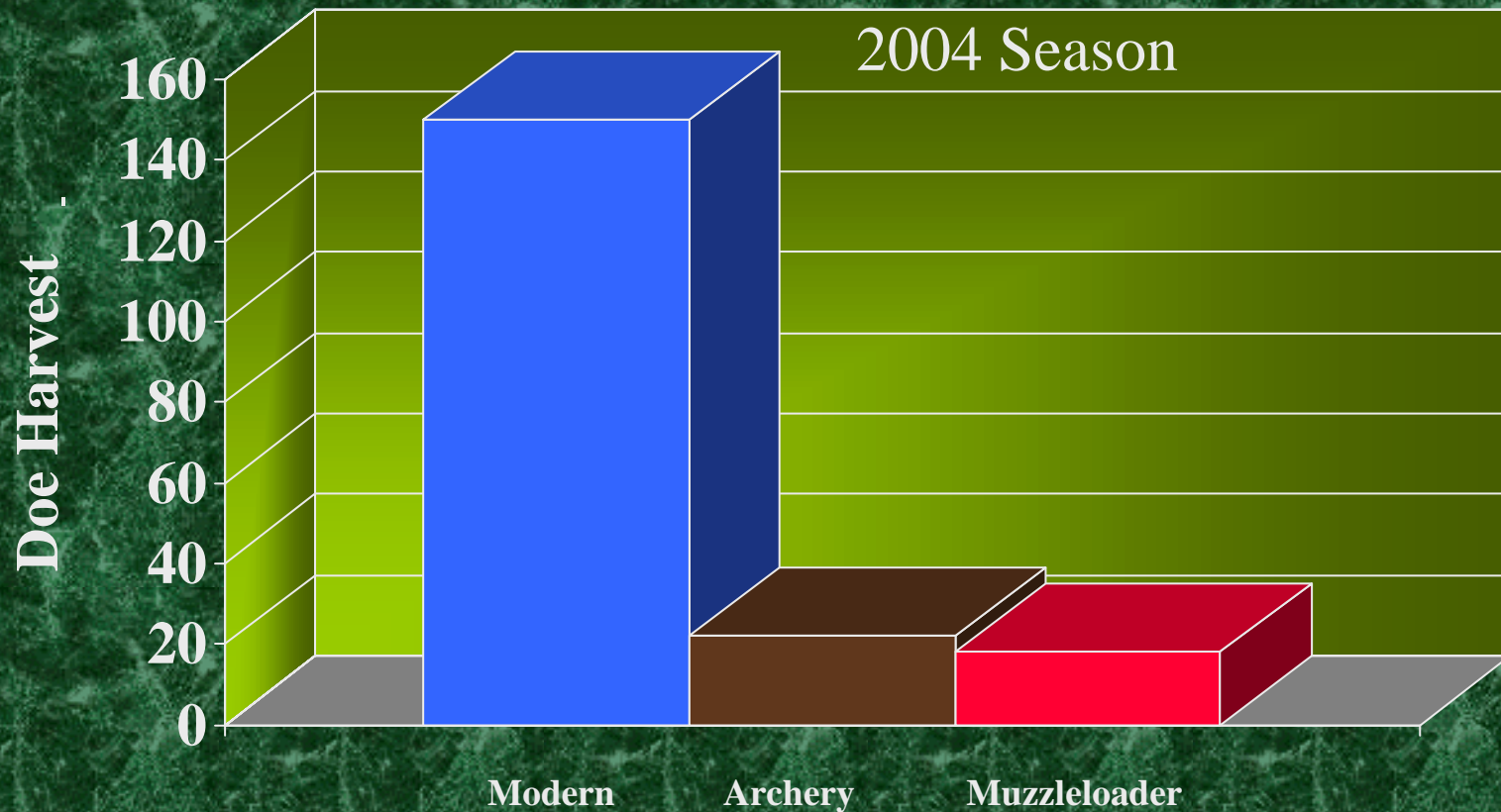
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■ Modern ■ Archers ■ Muzzleloader

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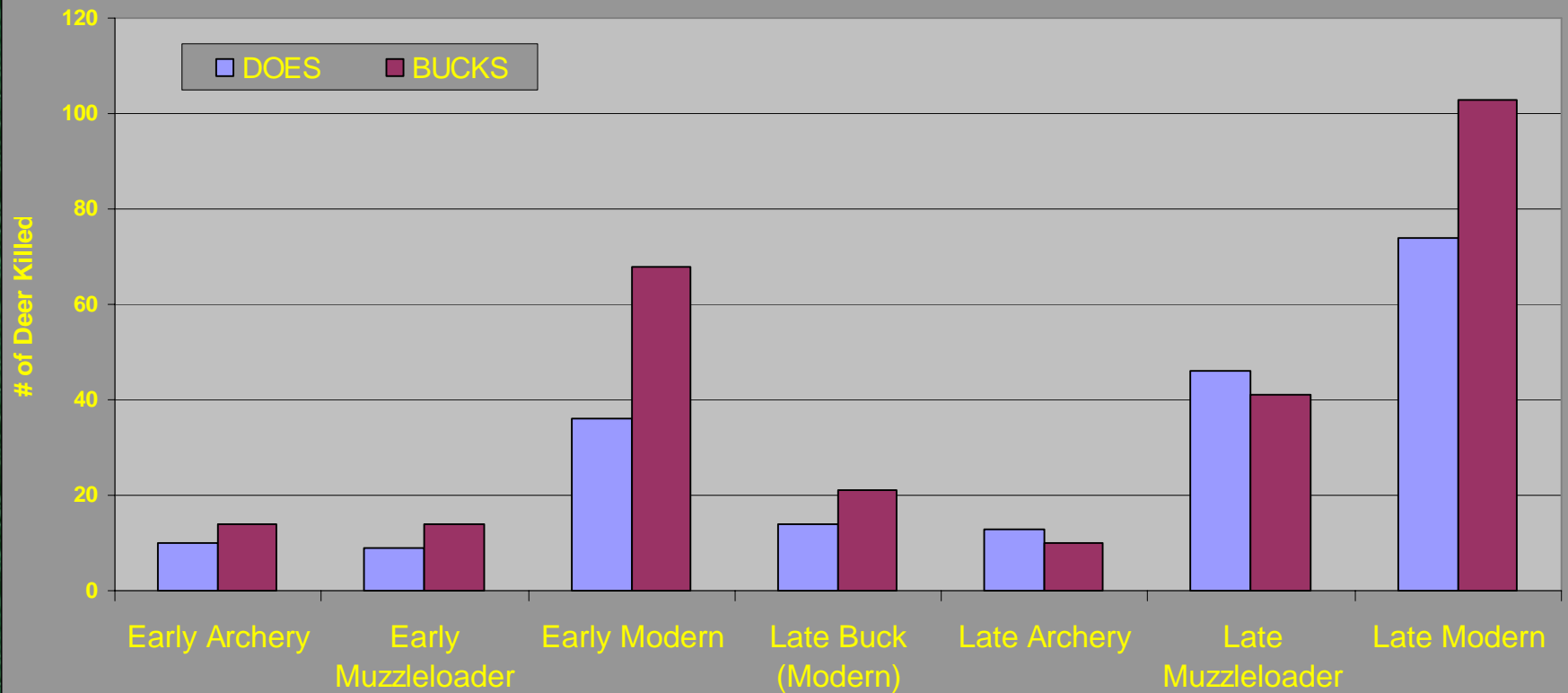
Doe Harvest by User Group



Harvest by Season

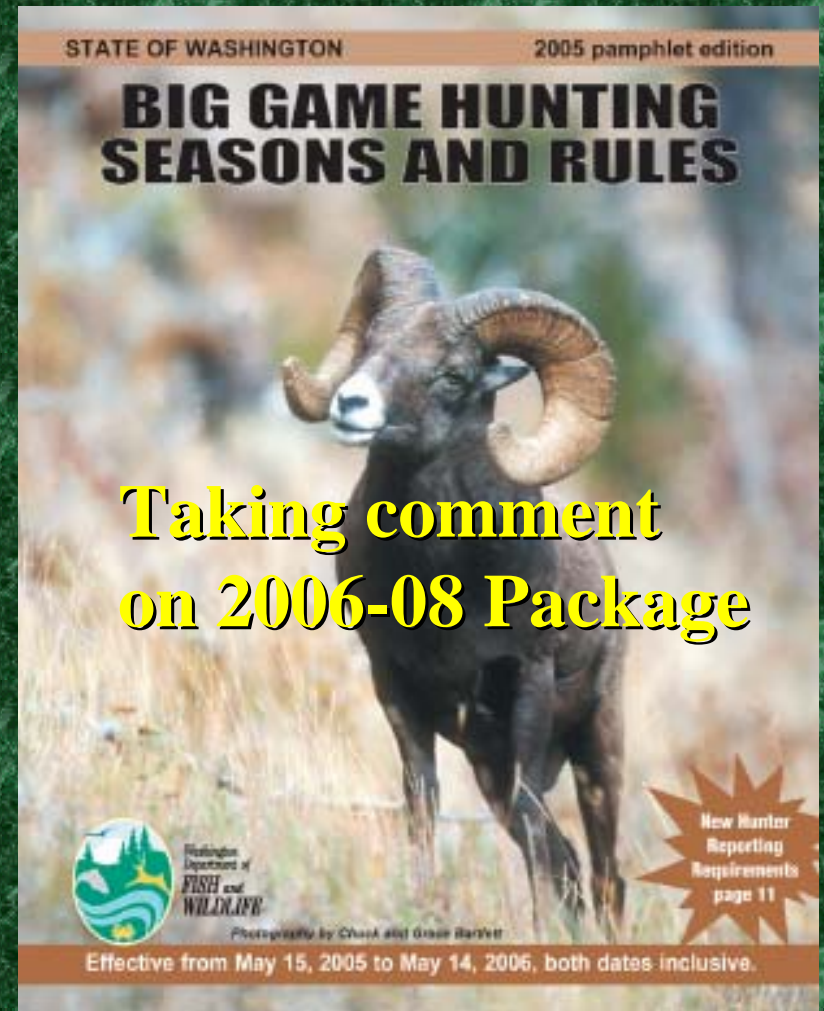
2004

GMU 564 Deer Harvest by Hunting Season



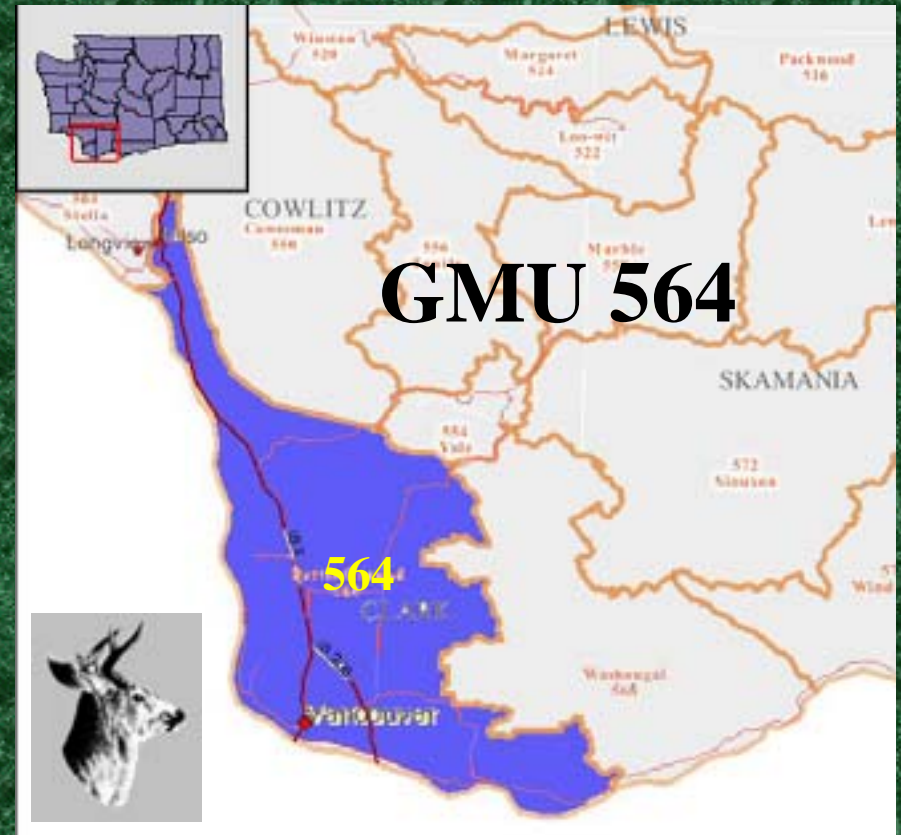
3-year Season Setting

- More than 90 issues proposed
 - Public input sought
 - Final Public Meetings scheduled for January 2006
 - Vancouver Meeting January 17, 2006



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- Wish to eliminate “Attractive Nuisance”
- End season earlier
- Remove it from the “any weapon, any tag” table on page 29



You comments are welcome.



Comment forms available on back table.



Thank You